

## ABSTRACT

The present invention relates to a pistol for a video game shooting system intended to be used by a player to enable a virtual actor to shoot at at least one virtual target. The pistol includes means to trigger shots at a virtual target, means to control the shooting axis and integrated means to control the movement of the virtual actor, enabling the player to move the virtual actor in the game environment and make him shoot at targets in a location and at a moment chosen by the player.